

ONE-TO-MANY DEVICE

SYNCHRONIZATION USING DOWNLOADED/SHARED

CLIENT SOFTWARE

ABSTRACT OF THE INVENTION

5 A method and system for performing one-to-many synchronization using
a central server and also using downloadable client software. The system
includes a central server, e.g., a web server or an enterprise server, that
synchronizes with multiple electronic devices including, for example, a
personal digital assistant, a laptop computer, a desktop computer, a cell phone,
10 a pager, etc. Before the data synchronization takes place, and after the
electronic device initiates communication with the server, the server downloads
client software to the electronic device. The client software allows the
electronic device to perform data synchronization with the server. After the
synchronization is complete, the client software may be removed from the
15 electronic device. The server data is located in one place and can be
accessed from any location using almost any electronic device and the data
can be readily protected. The invention provides geographically independent
synchronization for the same device. The invention reduces the amount of
metadata required to perform synchronization, eliminates slow
20 synchronizations and also operates on standard or pre-existing data structures.
The shared client software technique also reduces software maintenance and
administrative issues and is helpful for application service providers (ASPs).